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- (54) **CROSS SILO TIME STICHING**
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G06F 15/173 (2006.01)
H04L 12/26 (2006.01)
H04L 12/24 (2006.01)
- (52) **U.S. Cl.**
CPC **H04L 43/04** (2013.01); **H04L 41/06** (2013.01)
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CPC H04L 43/067; H04L 43/0876
USPC 709/201, 202, 203, 217, 219, 220, 221, 709/223, 224

See application file for complete search history.

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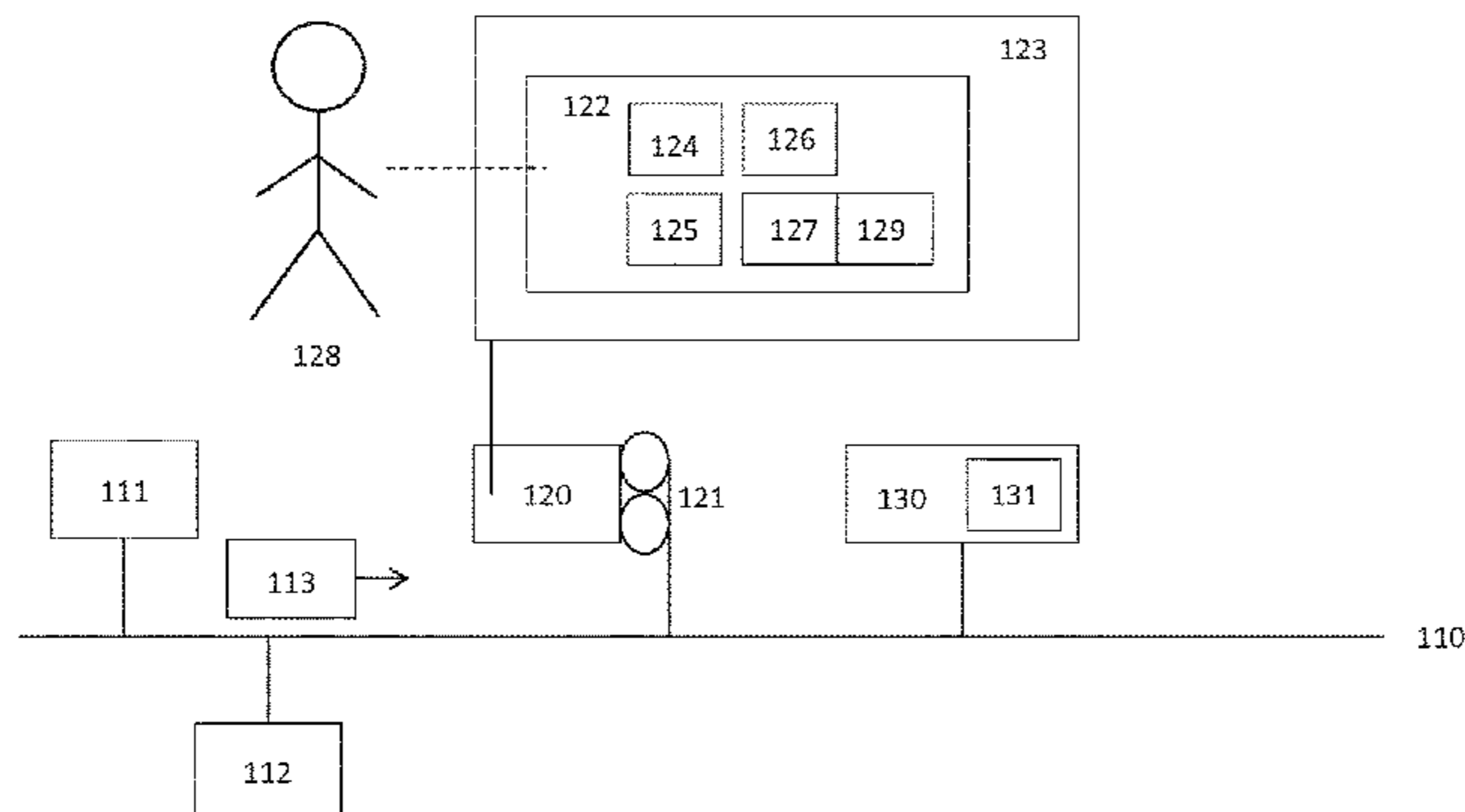
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(57) **ABSTRACT**

A monitoring device responds to status data pushed from a network device, and also manages a link with another network device, the link allowing the monitoring device to pull status data from the second network device. The monitoring device receives packets including status, the data indicating activity for one or more clock ticks. The monitoring device can compute statistical measures, rather than the network device. The monitoring device maintains the status data in a buffer. The monitoring device lags actual activity, but has is more likely to capture delayed packets. The network device sends packets as wrappers, each wrapper indicating sets of status information. When the information in a wrapper crosses a clock tick boundary, the monitoring device allocates reported activity among clock ticks, assuming that activity follows a uniform distribution.

11 Claims, 3 Drawing Sheets

System 100



(56)

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Figure 1
System 100

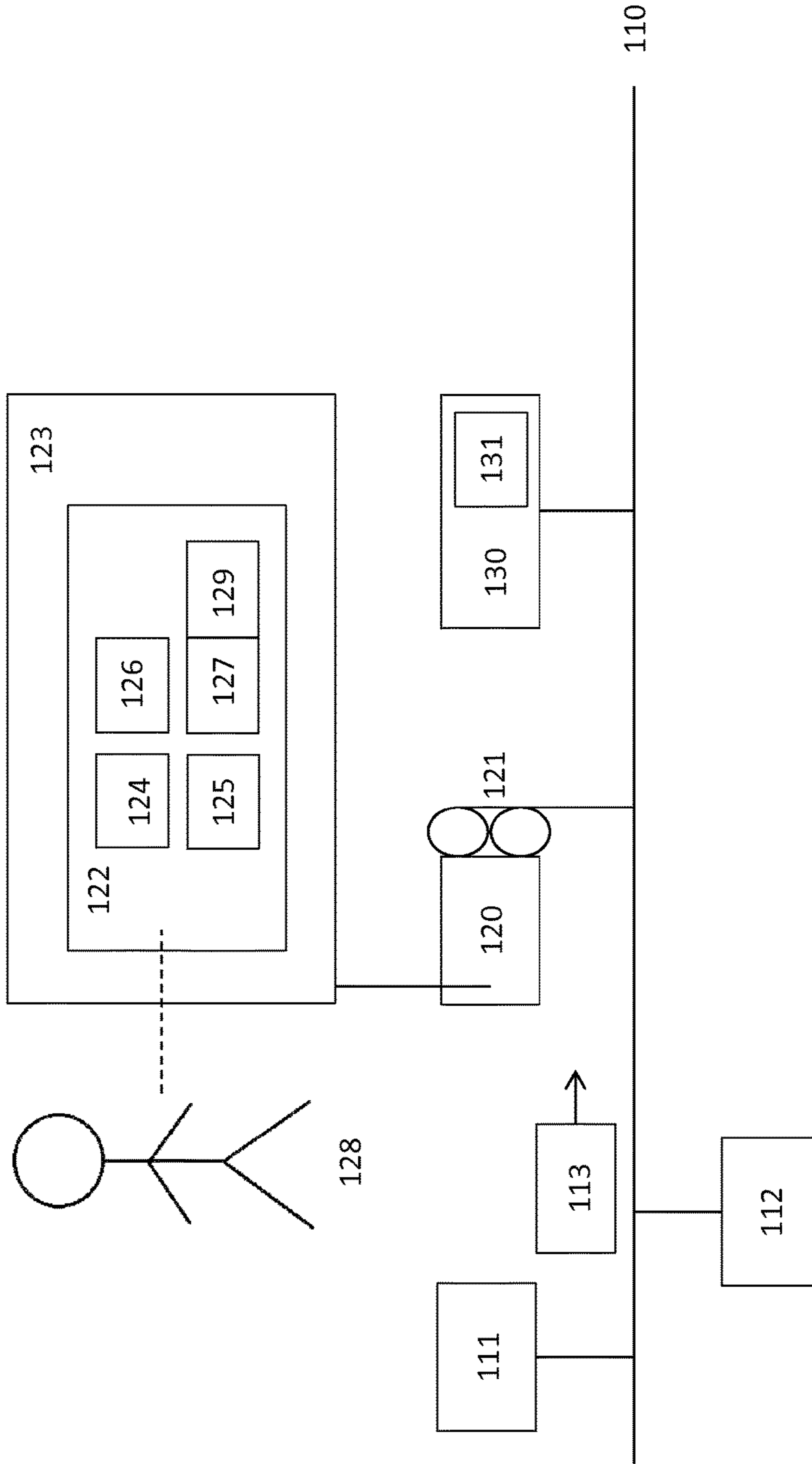


Figure 2
System 200



201

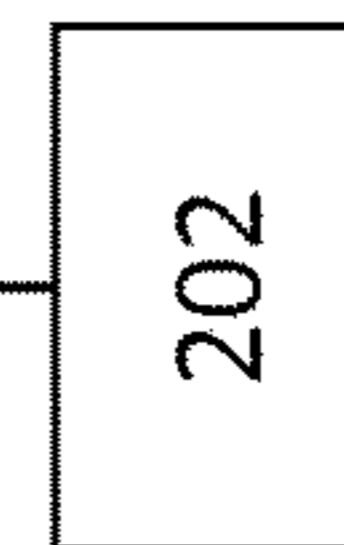
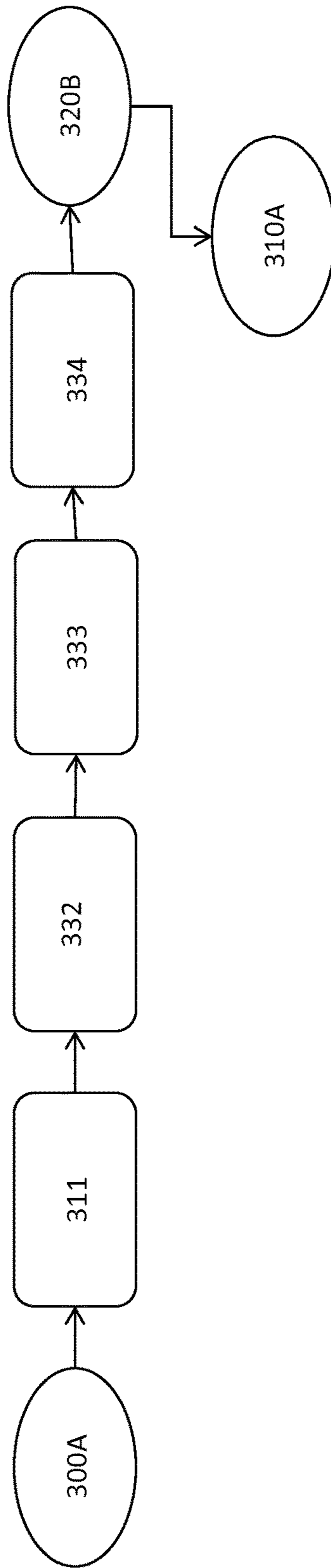


Figure 3
Method 300



CROSS SILO TIME STICHING

RELATED DOCUMENTS

This Application relates to devices, methods, and techniques, such as described in the following documents, and documents quoted therein or related thereto:

U.S. application Ser. No. 12/180,437; filed Jul. 25, 2008; in the name of inventors Derek SANDERS, Rangaswamy JAGANNATHAN, Rosanna LEE, Kishor KAKATKAR, and Xiaohong PAN; titled "Symptom Detection Using Behavior Probability Density, Network Monitoring of Multiple Observation Values Types, and Network Monitoring Using Orthogonal Profiling Dimensions,";

U.S. application Ser. No. 12/791,704; filed Jun. 1, 2010; in the name of inventors Kishor KAKATKAR, Roy NAKASHIMA, Rosanna LEE, Jing LIU, Derek SANDERS, Rangaswamy JAGANNATHAN, and David MESSINA; titled "Recording, Replay, and Sharing of Live Network Monitoring Views,";

U.S. Provisional Application Ser. No. 62/041,130; filed Aug. 24, 2014; in the name of inventors Rosanna LEE, Rangaswamy JAGANNATHAN, and Jing LIU; titled "Push Pull Data Collection,";

U.S. application Ser. No. 14/834,367; filed Aug. 24, 2015; in the name of inventors Rosanna LEE, Rangaswamy JAGANNATHAN, and Derek SANDERS; titled "Push Pull Data Collection,";

U.S. Provisional Application Ser. No. 62/041,141; filed Aug. 24, 2014; in the name of inventors Rosanna LEE, Rangaswamy JAGANNATHAN, and Jing LIU; titled "Cross-silo Time Stitching,";

U.S. application Ser. No. 14/834,471; filed Aug. 24, 2015; in the name of inventors Rosanna LEE, Rangaswamy JAGANNATHAN, and Derek SANDERS; titled "Cross-silo Time Stitching,".

U.S. Provisional Application Ser. No. 62/041,140; filed Aug. 24, 2014; in the name of inventors Jing LIU, Rangaswamy JAGANNATHAN, and Rosanna LEE; titled "Enhanced flow processing,";

U.S. application Ser. No. 14/834,424; filed Aug. 24, 2015; in the name of inventors Rosanna LEE, Rangaswamy JAGANNATHAN, and Derek SANDERS; titled "Enhanced flow processing,";

U.S. Provisional Application Ser. No. 62/041,143; filed Aug. 24, 2014; in the name of inventors Derek SANDERS, Rangaswamy JAGANNATHAN, and Rosanna LEE; titled "Self-learning and best-practices profiling and alerting with relative and absolute capacity,";

U.S. Provisional Application Ser. No. 62/041,135; filed Aug. 24, 2014; in the name of inventors Rosanna LEE, Derek SANDERS, Rangaswamy JAGANNATHAN, and Jing LIU; titled "Storm detection, analysis, and remediation,";

A Technical Appendix having 1 page, titled "Xangati solution architecture extensible across cloud applications and cloud stacks," a copy of which is enclosed herewith, and incorporated by reference as if fully set forth herein.

Each and every one of these documents, as well as all documents cited therein, is hereby incorporated by reference as if fully recited herein.

This Application claims priority of each and every one of these documents, as well as to all documents incorporated therein, to the fullest extent possible.

BACKGROUND

Field of the Disclosure

This Application can relate to cross silo time stitching, and other matters.

For example, this Application can include information relating to cross silo time stitching in a distributed network monitoring environment.

Other and further possibilities are described herein.

Related Art

One problem that has arisen, particularly in the field of network monitoring, is that when network devices provide status data, such as in a distributed network monitoring environment, there can be many different types of network de-vices. For example, there are communication networks, network routers, computing devices, virtual machines, virtual desktops, virtual desktop implementations, data storage elements, applications, users, and other types of network de-vices, in a distributed network monitoring environment. Each type of network device can have a different set of status data information, which can be formatted in a different type of status data message packet. This can pose the problem that a network monitoring device that is attempting to reconcile status data information about those different types of network devices, often is involved in a great deal of work when attempting to make comparisons. For example, it can be difficult for a network monitoring device to determine which of several network devices has reported its status first, or which is involved in an alert circumstance that is higher priority. Accordingly, status data information about different types of network devices can be difficult to compare.

Moreover, when a network monitoring device attempts to report the status of the distributed network monitoring environment, it can be difficult for the network monitoring device to determine the nature of connections or other associations between different types of network devices. For example, it might be difficult for a network monitoring device to determine which to report first: a connection between a computing device and a data storage element, or a connection between a network router and an virtual application.

Similarly, but not identically, status data information can also apply to connections between "endpoints" (network devices or users) and other network elements. For example, an "endpoint" can refer to a 5-tuple «sender IP address, sender port, destination IP address, destination port, application ID». Alternatively, an "endpoint" can refer to a 7-tuple «sender IP address, sender port, sender interface, destination IP address, destination port, destination interface, application ID». Each of these sets of identification can serve to identify one "endpoint" from another. This can have the effect that each pair of endpoints can serve to identify a pathway in the network, a route traveled by significant amounts of traffic in the network, or a connection of some importance in the network.

It can be difficult for a network monitoring device to determine which to report first: connections between the same type of endpoints, connections between different types of endpoints, and/or otherwise. Even if the network monitoring device can make that determination, it cannot be sure that its determination will remain accurate. For example, the priority of different endpoints can change with time, with which other endpoints those endpoints are connected to, and

with the nature of other connections in the distributed network monitoring environment.

This can present problems for monitoring devices in the distributed network monitoring environment.

First, when a monitoring device receives information 5 indicating status data for different amounts of time for distinct network devices, the monitoring device might have difficulty reconciling, within the meaning of the distributed network monitoring environment, the nature of the problem (if any) identified by the status 10 data provided by a first device, as compared with the status data provided by a second device.

Second, when a monitoring device receives information 15 indicating differing types of status data for distinct network devices, that monitoring device might have to determine, by itself and without much further information, a meaningful and reconcilable set of knowledge about the status of the distributed network monitoring environment. For example, status data provided by the 20 first device (in a first format) and status data provided by a second device (in a second format) might be substantially irreconcilable, and might not indicate anything of interest to the monitoring device, without the latter including significant domain knowledge.

Third, when a monitoring device requests status data from 25 a particular network device, either the monitoring device or the particular network device, or both, might be unable to handle the request within a sufficiently short time duration that the status data can still be included with other status data in a meaningful network 30 monitoring report. This can have the effect that certain classes of status data, such as those that are slow to collect at the generating device (which might be the most important status data of all), or those that are slow to be interpreted at the monitoring device (which might 35 themselves instead be the most important status data of all), might be omitted from consideration when the monitoring device attempts to diagnose the network.

Fourth, when a monitoring device requests status data 40 from a particular network device (or endpoint), either (A) the monitoring device or (B) the particular network device, or both, might be unable to handle their other tasks within a relatively reasonable time duration. This can have the effect that the request by the monitoring 45 device for status data from the network device, or the response from the network device with data for the monitoring device, might degrade the ability of one or the other device, or both, to operate within the distributed network monitoring environment.

One possibility is sometimes referred to as “virtual infra- 50 structure operations management.” The possibility can provide that virtual machines implemented at the network device are each outfitted with their own local monitoring elements. Those local monitoring elements might be disposed to measure resource utilization metrics, to report (post 55 mortem, that is, after the fact) any errors discovered about performance of the network device or its virtual machines, or to perform capacity management. While this possibility might have the capability of performing these functions at the network device, with the effect that the monitoring 60 device is not burdened with those functions, the possibility can be subject to several drawbacks.

One drawback is that the local monitoring elements cannot conveniently or easily be disposed to obtain information from more than one “silo,” that is, infor- 65 mation with respect to a function performed by the network device. Thus, the push data and the pull data

cannot conveniently or easily be coordinated to provide a unitary in-order time record. Moreover, status data in differing formats or embodying differing concepts would have to be collated by each individual network device’s local monitoring elements, with the strong probability that differences or errors would creep into the implementation of those local monitoring elements.

Another drawback is that the network device’s local monitoring element cannot conveniently or easily be disposed to be coordinated with status data with respect to any other network device. For example, a virtual machine operating on a server might be able to provide status data its own operation, but it would not be able to coordinate its own status data with another network device, such as a data storage element. Moreover, a local monitoring element for a virtual machine operating on a server would not be able to conveniently or easily manipulate status data in another format, such as status data from another network device.

Another possibility might be to install a reporting element, such as a software program including instructions capable of being interpreted by the network device, or another computing device accessible to the network device, to collect status data and send that information to one or more monitoring devices, in a manner convenient to those monitoring devices. While this possibility might have the capability of ameliorating difficulties the monitoring devices might have in processing status data they receive from network devices, the possibility can be subject to several 30 drawbacks.

One drawback is that the reporting element might be incompatible with some other element of the network device, whether hardware, software, or otherwise. For example, if the reporting element relies on a particular aspect of the network device’s operating system, or of a guest operating system in a virtual machine in the network device, there is always a chance that any upgrades or other changes in one or more of those operating systems will cause the reporting element to perform improperly, or vice versa.

Another drawback is that, for these and other reasons, historically, operators of network devices have been substantially hostile to such reporting elements.

Some Drawbacks of the Known Art

Each of these issues, either alone or in combination with others, at some times, or in some conditions, can difficulty in aspects of effective and efficient collation of status data from more than one network device, more than one type of network device, or more than one format or type of status data, or otherwise, particularly in a distributed network monitoring environment.

BRIEF SUMMARY

A system includes apparatus, such as a network monitoring device, that can ameliorate at least some of the drawbacks noted above.

In one possible implementation (in a push circumstance for status data), the network monitoring device receives message packets from a network device that can include status data information, such as (in the case of network traffic status data) a number of message packets and a number of octets processed by the network device in a recent time duration (sometimes referred to herein as a “clock tick”). Similarly, but not identically, in another possible

5

implementation (in a pull circumstance for state data), the network monitoring device receives message packets from a network device that can include status data information, such as (in the case of processor coupled to the network and available for use by request) a degree to which the processor is busy, has high or low latency in responding to requests, and a degree to which the processor is slowed by handling requests from other process requests than any contemplated by new users.

For example, the network device can send message packets each second, which each include status data information for the previous clock tick. In such cases, the network device can send each message packet as a wrapper, the wrapper including sets of status data information, each set of status data information being associated with an earlier clock tick. As network traffic is sometimes delayed, it is not necessarily so that the status data message packets arrive in order. Accordingly, the network monitoring device maintains a buffer of approximately one to two minutes (that is, approximately 60-120 seconds or, equivalently, approximately 60-120 clock ticks). The inventors have found that with a buffer of one minute, approximately 95% of all status data message packets are retrieved by the network monitoring device before the buffer is recycled, and with a buffer of two minutes, approximately 99% of all status data message packets are retrieved by the network monitoring device before the buffer is recycled. An even larger buffer would be likely to maintain an even greater probability that status data message packets would arrive before the buffer had to be recycled. Whether this is worth it is up to the operator of the network monitoring device and its users.

In one embodiment, the monitoring device can assign each such wrapper in a status data message packet, with a beginning time stamp and an ending time stamp. This can have the effect that the monitoring device can determine the time duration of the period for which the network device is reporting, usually a predetermined exact number of clock ticks (such as exactly one clock tick, but it is possible to be more or less); and whether the status data message packet is appropriately associated with the most recent clock tick, or whether the status data message packet was delayed in transit, and belongs to an earlier clock tick. In either case, the system assigns the status data in the message packet to the proper clock tick, maintains that information in the buffer, and when the buffer is recycled to that point, emits one or more messages to users to present live (or recordable) status data thereto.

In one embodiment, the monitoring device assumes that actual status data indicates activity that was processed by the network device in a substantially uniform distribution. For example, if the status data message packet indicates that the network device processed 600 items in the past 10 clock ticks, the monitoring device assumes, unless told otherwise, that there were 60 data items for each such clock tick. If a status data message packet crosses a clock tick boundary, the network monitoring device can divide the message packet into more than one such message packet, assigning data items to each portion of the original message packet in response to where it crossed the clock tick boundary. This is described in other and further detail herein.

As described herein, although the monitoring device assumes there is a uniform distribution of activity that generated the status data, in the context of the inven-

6

tion, there is no particular requirement that this is so. For example, the monitoring device can use a CDF or PDF representing a model of the amount of status data that might arrive, and can divide the activity according to that CDF or PDF. For example, if it is known from domain knowledge, or from past observance of the network, that network traffic is substantially bursty, the monitoring device can use a CDF or PDF associated with bursty traffic to generate a sequence of artificial "virtual packets," one for each clock tick.

Moreover, although the monitoring device can divide the status data into a number of distinct "virtual packets," each representing the status data for activity for precisely one clock tick, in the context of the invention, there is no particular requirement for that, either. For example, the monitoring device can generate a single marker (or alternative type of "virtual packet") that can represent a set of activity represented by the received status data. For example, as described above, if the network device processed 600 items in the past 10 clock ticks, the monitoring device can make an entry recording the (600:10) ratio (beginning at, say, 11:59:30), and can reduce the entry as time passes through the status report. In such examples, the (600:10) ratio beginning at 11:59:30 can be decremented at 11:59:30 to become a (540:9) ratio beginning at 11:59:31, a (480:8) ratio beginning at 11:59:32, and similarly.

In different circumstances (that is, in a pull circumstance for status data), the monitoring device can obtain status data message packets from a network device by communicating with the network device in a similar manner as a client-server relationship. In such cases, the monitoring device would be similar to the client, thus making requests for status data from the network device, and the network device would be similar to the server, making responses including that status data information. However, in many cases, such as with vmWare devices, the network device is unwilling to provide status data message packets as often as each clock tick, so the network device accumulates status data for longer, such as about 20 seconds for data storage access information maintained by virtual machines. Even this value can vary, as resource usage at the virtual machine can cause the virtual machine to provide status data message packet less frequently or with less status data, such as possibly as little as only five seconds for data storage access information.

In such cases, the network device can provide a set of average usage values for the reported time duration as the status data (sometimes referred to herein as "cooked" status data), or can provide a set of register values at the start and end of the reported time duration as the status data (sometimes referred to herein as "raw" status data). In the latter such case, the monitoring device determines the format of the status data information in the message packet, that is, whether raw or cooked, computes the cooked status data on behalf of the network device, and maintains the cooked status data in the buffer at the appropriate one or more clock ticks. Similar to, but not identical to, as noted above, the monitoring device can generate one or more "virtual packets," delayed in time to reflect the delay in reporting, and possibly also delayed in time to reflect flight time across the network, and place those cooked virtual packets in their proper position on the monitoring device's time line.

Similar to the process described above, the monitoring device allocates the status data, from the network

device, among the clock ticks, assuming that activity follows a substantially uniform distribution. As noted above, the activity need not follow a substantially uniform distribution, and in the context of the invention, there is no such particular requirement. As also noted above, the status data need not be allocated in multiple “virtual packets” across multiple clock ticks, and in the context of the invention, there is no such particular requirement.

Moreover, the monitoring device manages its communication with the network device, so as to manage how much status data it can retrieve, how much load it is placing on its “server,” the network device, and how much load it is placing on itself. When the monitoring device places excess load on the network device, the latter has the possibility of throttling back the amount of status data it provides, or the number of message packets it provides, or the fidelity of the status data to actual measurements, or even whether it is willing to communicate with the monitoring device at all.

Other and further details are included herein.

This Application

After reading this application, those skilled in the art would recognize that techniques shown in this application are applicable to more than just the specific embodiments shown herein. For example, the applicability of the techniques shown herein can broadly encompass a wide variety of network monitoring techniques. These can include “push” techniques, in which the network device pushes the status data out to the network monitoring device, “pull” techniques, in which the network monitoring device explicitly requests status data information from the network device, “polling” techniques, in which the network monitoring device looks to each network device in a round-robin or similar fashion to determine if any status data information is available, “shared memory” techniques, in which the network monitoring device and the network device can each include one or more portions of memory in which status data information can be maintained, and otherwise.

Moreover, after reading this application, those skilled in the art would recognize that techniques shown in this application are applicable, or can be made applicable with relatively small effort that does not include undue experiment or further invention, to circumstances in which the status data information is fuzzy, probabilistic, unclear, unknown, or otherwise. For example, while this Application is primarily directed to status data information that can be explicitly stated and maintained in non-volatile (or volatile) storage, or in memory or mass storage, in the context of the invention, there is no particular requirement for any such limitation. In such cases, the status data can include information that is only meaningful when examined over a period of time, or when combined with other information, or when interpreted by a user—or by another computing device, a machine learning system, an Artificial Intelligence system, one or more human beings (possibly with expert knowledge).

Moreover, after reading this application, those skilled in the art would recognize that techniques shown in this application are applicable, or can be made applicable with relatively small effort that does not include undue experiment or further invention, to circumstances in which the status data information is maintained in a data structure other than a buffer, such as when the status data information is maintained due to circumstances other than network delay. For example, the status data can be maintained in a data

structure that includes one or more hashing techniques, one or more hierarchical techniques (such as a tree structure, directed graph, or lattice), one or more holographic techniques (such as a content-addressable memory, a Kohonen network, a biochemical computing device, or otherwise), or some other technique.

Moreover, after reading this application, those skilled in the art would recognize that techniques shown in this application are applicable, to many other circumstances not explicitly described, such as status data that is distinguished by its application to activity with respect to location in an area or region (such as a particular set of network devices or endpoints in one or more selected places), or in another state-space (such as a particular set of network devices or endpoints using one or more virtual machines, virtual machine applications, real or virtual machine communication ports, or otherwise).

Possible Applicability

After reading this Application, those skilled in the art would recognize that techniques shown herein are applicable to more than just the specific embodiments shown herein, are within the scope and spirit of the invention, and would not require undue experiment or further invention.

Some particular implementations could include one or more of the following:

Use of cross silo data collection in other types of network environments.

Use of cross silo data collection from other types of devices, such as in an “Internet of Things” environment.

Use of cross silo data collection in circumstances in which network operators, or other users, have determined a relative priority between distinct types of status data. For example, if a network operator determines that response latency from VM (virtual machine) instances is more important than response latency from VSD’s (virtual storage devices), the monitoring element can exert whatever control it is capable of exerting on the network in response to that determination. For example, in this context, “more important” can mean that, say, VM instance response latency is three times as important as VSD response latency, or can mean that lesser VM instance response latency is always better than lesser VSD response latency, or can mean that they have one comparison metric up to a selected threshold, after which a different comparison metric is used.

Other and further techniques, also shown or suggested by this Application, are also applicable to more than just the specific embodiments described herein.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows a conceptual drawing of a system, and method of making the same.

FIG. 2 shows a conceptual drawing of a status data buffer.

FIG. 3 shows a conceptual drawing of a method of operation.

DETAILED DESCRIPTION OF AN EMBODIMENT

Terminology

Generality of the Description

Ideas and technologies shown or suggested by this Application should be thought of in their most general form, including without limitation, considering one or more of the following:

The phrases and terms “Application,” “this Application,” “this Disclosure,” and variants thereof, generally refer to this Specification, Drawings, Figures, and Claims, all other parts of this Application, and all facts known in the art at the time of filing, and all facts that can be rationally concluded therefrom.

When an apparatus element or a method step is said to “include” or “perform,” and variants thereof, or otherwise be restricted in some way, this Application should be read that the subpart of the apparatus element, or the sub-step of the method, and the restriction mentioned, is only optional, not required. After reading this Application, those skilled in the art would recognize that those apparatus elements or method steps need not necessarily include or perform those particular subparts or sub-steps. In the context of the invention, no such particular subparts or sub-steps are particularly required. In an alternative embodiment, apparatus elements or method steps without those sub-parts or sub-steps would be workable, are within the scope and spirit of the invention, and would not require undue experiment or further invention.

The phrases and terms “in one example,” “in one embodiment,” “in one implementation,” “in one scenario,” “in possible examples,” “in possible embodiments,” “in possible implementations,” “in possible scenario,” and variants thereof, generally refer that a particular characteristic, feature, or structure, described herein is included in at least one embodiment of the invention. Multiple uses of this phrase do not necessarily all refer to the same embodiment. Rather, the specific particular characteristic, feature, or structure, described herein might be combined in any suitable manner into one or more distinct possible embodiments.

The phrases and terms “perform,” and variants thereof, generally refer (in the context of a program of instructions) any one or more means by which those instructions are executed or interpreted, or a device (such as a computing device) otherwise conducts the process indicated by that program of instructions. A program of instructions can be detected or interpreted at one location, and executed or its process conducted at another location. A program of instructions can be performed by a portion of a device, rather than the entire device, or by one or more devices, or by one or more portions of devices (the same device or different devices). A program of instructions can be performed by an emulated device, such as a virtual machine, “sandbox” environment, or otherwise. A program of instructions can be performed in part, halted or paused or stopped, transferred to another device, in whole or in part, and possibly continued.

The phrases and terms “relatively,” and variants thereof, generally refer any relationship in which a comparison is possible, including without limitation “relatively less,” “relatively more,” and otherwise. In the context of the invention, where a measure or value is indicated to have a relationship “relatively,” that relationship need not be precise, need not be well-defined, and need not be by comparison with any particular or specific other measure or value. For one example, whenever a measure or value is “relatively increased” or “relatively more,” that comparison need not be with respect to any known measure or value, but might be with respect to a measure or value held by that measurement or value at another place or time, or with respect to a measure or value commonly used in the art.

The phrases and terms “substantially,” and variants thereof, generally refer any circumstance in which a determination, measure, value, or otherwise; is equal, equivalent, nearly equal, nearly equivalent, or approximately; what the measure or value is recited to be. For example, the phrases and terms “substantially all,” and variants thereof, generally refer any circumstance in which all, except possibly a relatively minor amount or number, have the stated property. For example, the phrases and terms “substantially none,” and variants thereof, generally refer any circumstance in which none, except possibly a relatively minor amount or number, have the stated property. For example, the phrases and terms “substantial effect,” and variants thereof, generally refer any circumstance in which an effect might be detected or determined.

The phrases and terms “techniques,” and variants thereof, generally refer any material suitable for description, including without limitation all such material within the scope of patentable subject matter. Whenever a method step is described, those skilled in the art would know, without further invention or undue experiment, that this application thereby also describes (1) at least a first product, such as one maintaining instructions that are interpretable by a computing device, where those instructions direct one or more devices to perform that method step; and (2) at least a second product, such as one capable of performing that method step.

After reading this application, those skilled in the art would realize that the invention is not in any way limited to the specifics of any particular example. Many other variations are possible that remain within the content, scope and spirit of the invention, and these variations would be clear to those skilled in the art, without further invention or undue experiment.

Specific Phrases and Terms

One or more of the following phrases and terms can be used in this Application. Where clear from the context, they can have the meanings described herein. After reading this Application, those skilled in the art would recognize that these phrases and terms can have other, broader and further, meanings as well or instead.

Ideas and technologies shown or suggested by, or specific to, this Application should be thought of in their most general form, including without limitation, considering one or more of the following:

The terms and phrases “collate,” and variants thereof, generally indicate that the status data information can be collected in an arrangement, order, structure, or otherwise, not equal to the way it was collected. For example, status data information can be considered to be collated when it arrives out of time order at the network monitoring device from the network device, due to network delay or some other characteristic of the communication between the network monitoring device and the network device. Alternatively, status data can be considered to be collated when it arrives in a first format and is converted to a second format by one or more computing devices.

The terms and phrases “data storage,” and variants thereof, generally indicate one or more real or virtual devices that are capable of maintaining data or information for later access, either by the same device that stored the data or information, or by another device.

11

The terms and phrases “monitoring device,” “network monitoring,” and variants thereof, generally indicate one or more real or virtual devices that can perform the functions of monitoring network devices, or their activity, such as by determining or gleaning status data information, collating that status data information, and processing that collated status data information.

The terms and phrases “network device,” and variants thereof, generally indicate any device including computational capacity, such as a real or virtual processing substrate, a real or virtual data storage element, a real or virtual network communication element, a real or virtual memory, or otherwise.

The terms and phrases “local monitoring element,” “reporting element,” and variants thereof, generally indicate any portion of one or more network devices, or some combination or conjunction thereof, that can include the capability of generating a report of status data information. For example, a network device that can include a virtual machine, when the virtual machine can provide status data information to the network monitoring device, can include a reporting element.

The terms and phrases “status data,” and variants thereof, generally indicate any information indicating activity or capability of a network device, such as processing capacity, memory capacity, storage capacity, network activity, or otherwise. Status data is not generally limited to capacity, and can include expandability, latency, reliability, size, or any other feature useful in the field of computing that can include computing devices.

The terms and phrases “silo,” and variants thereof, generally indicate any division of status data information into categories of activity, capability, capacity, or otherwise. For example, network bandwidth and processing power can be in distinct silos of status data information, as can the difference between either of those measures and any measure from the group: memory, data storage, application servers, virtual machine capacity, or otherwise.

Any terms appearing in the figures but not explicitly described in this Application should be apparent to those skilled in the art.

After reading this application, those skilled in the art would realize that the invention is not in any way limited to the specifics of any particular example. Many other variations are possible that remain within the content, scope and spirit of the invention, and these variations would be clear to those skilled in the art, without undue experiment or further invention.

FIG. 1

FIG. 1 shows a conceptual drawing of a system, and method of making the same.

In possible implementations, a system **100** can include elements described herein, other elements shown in the figure, and possibly other elements. Not all elements are required. Elements should be considered optional, unless otherwise specified or unless clearly obvious for operation of the system. Elements may also be embodied in one or more devices, not necessarily in only a single device.

FIG. 1, Element Identifiers

System elements and sub-elements are sometimes described herein with respect to the following reference numbers and/or names:

100—system (as shown in FIG. 1)

110—communication network

12

111—network devices

112—network monitoring devices

113—message packet

120—computing devices

121—ports

122—virtual machine (VM)

123—hypervisor

124—host operating system (OS)

125—guest operating system (OS)

126—application server

127—virtual desktop

128—user(s)

129—virtual desktop implementation

130—database

131—virtual data stores

FIG. 1, Configuration of Elements

A system **100** includes elements described herein, other elements shown in the figure, and possibly other elements. Not all elements are required. Elements should be considered optional, unless otherwise specified or unless clearly obvious for operation of the system.

Communication Network

The system **100** can include a communication network **110**, suitably disposed to interact with other elements described herein. In general, when elements described herein communicate, they do so using the communication network **110**. The communication network **110** can include one or more network devices **111**, such as network routers, and can be disposed as a TCP/IP network, an IEEE 802.11 wireless communication network **110**, an Ethernet or other local communication network **110**, a subdivision of the Internet, or otherwise. The communication network **110** can also include one or more network monitoring devices **112**, coupled to the communication network **110**, and capable of reviewing message packets **113** that are transmitted on the communication network **110**, without interfering with transmission or reception of those message packet **113**.

Computing Device

The system **100** (in particular, the network devices **111**) can include one or more computing devices **120**, such as computing servers, quantum computers, or other types of computing devices. Each particular computing device **120** of the one or more computing devices **120** can include one or more ports **121** coupling the particular computing device **120** to the communication network **110**, with the effect that the particular computing device **120** can exchange message packets **113** with other devices coupled to the communication network **110**.

Virtual Machine

Each particular computing device **120** can also include one or more virtual machines **122**, each virtual machine **122** being capable of being controlled by a hypervisor **123** that is executed by the particular computing device **120**. Each virtual machine **122** can include a host operating system **124** (controlled by the hypervisor **123**) and one or more guest operating systems **125** (each controlled by a host operating system **124**). Each virtual machine **122** can also include one or more application servers **126** (controlled by the guest operating system **125**), each capable of receiving messages from a client device (a particular network device **111**, as otherwise and further described herein) and capable of responding to those messages.

Virtual Desktop

Each virtual machine **122** can execute an application server **126** that presents a virtual desktop **127** to one or more users **128**. In such cases, the virtual desktop **127** can include one or more output elements (such as a display screen and/or

13

a speaker), and be responsive to one or more input devices (such as a keyboard and/or a pointing device), each showing one or more application programs executing in a windowing system, with the effect that a particular user **128** can interact with the virtual desktop **127**, using the communication network **110**, as if the particular user **128** were physically present at the virtual machine **122** and, by implication, at the particular computing device **120** on which that virtual machine **122** is executed.

Virtual Desktop Implementation

In one embodiment, one or more of those virtual desktops **127** can include, or be coupled to, a virtual desktop implementation **129**. The virtual desktop implementation **129** can include a software program executed by the virtual machine **122**, capable of exchanging message packets **113** with the user **128**, in which the message packets **113** can be substantially compressed and can include substantial error correcting coding. This can have the effect that communication between the virtual desktop **127** and the user **128** can be sufficiently smooth as if the virtual desktop **127** and the user **128** were physically local, and that their exchange of messages using the communication network **110** were substantially invisible to the user **128**.

Database

In one embodiment, the system **100** can include a database **130**, or other data maintenance or data storage element, capable of maintaining status data information communicated, using the message packets **113**, between the one or more network devices **111** and the one or more network monitoring devices **112**. The database **130** can be disposed substantially locally, such as substantially directly coupled to the communication network **110**, or can be disposed substantially remotely, such as substantially indirectly coupled to other elements that are eventually coupled to the communication network **110**. The database **130** can include one or more real or virtual data stores **131**, such as disk drives, flash drives, or other storage techniques.

Network Monitoring

In one embodiment, the system **100** can include one or more network monitoring devices **112**, as described herein. The network monitoring devices **112** can be disposed to exchange message packets **113** with the one or more network devices **111**, the one or more computing devices **120**, the one or more virtual machines **122**, the one or more virtual desktop implementations **129**, the one or more databases **130**, and any other elements coupled to the system **100**. For example, the one or more network monitoring devices **112** can exchange message packets **113** with the one or more network devices **111**, with the effect that the network monitoring devices **112** can receive status data information with respect to any interaction in the system **100**. This can include interactions between any pair of devices (whether same or different) described herein.

Alternative Embodiments

After reading this Application, those having ordinary skill in the art will recognize that the particular elements described herein, their particular cooperation and organization, and their particular use as described herein, can be substantially altered while remaining within the scope and spirit of the invention, and that such alterations would work without undue experiment or further invention.

FIG. 2

FIG. 2 shows a conceptual drawing of a status data buffer.

In possible implementations, a system **100** can include elements described herein, other elements shown in the figure, and possibly other elements. Not all elements are required. Elements should be considered optional, unless

14

otherwise specified or unless clearly obvious for operation of the system. Elements may also be embodied in one or more devices, not necessarily in only a single device.

FIG. 2, Element Identifiers

A system **200** includes elements described herein, other elements shown in the figure, and possibly other elements. Not all elements are required. Elements should be considered optional, unless otherwise specified or unless clearly obvious for operation of the system.

System elements and sub-elements are sometimes described herein with respect to the following reference numbers and/or names:

201—status data buffer

202—clock ticks

FIG. 2, Configuration of Elements

The system **100** can include a status data buffer **201**, disposed to maintain a selected number of clock ticks **202** of status data information. For example, the buffer **201** can be one or two minutes of time, while each clock tick **202** is assigned one second of time. This would mean that the buffer is 60-120 clock ticks **202** in width, and has room for inserting status data information (or pointers thereto), upon receipt. If status data information is received but is out of date (that is, for a buffer **201** that is one minute wide, the status data information is more than one minute late, the late information is discarded.

When status data information is received, whether by means of a push sequence (in which one or more network devices **111** send the status data information without having been requested), or a pull sequence (in which one or more network devices **111** are specifically requested by the network monitoring device **112** to provide status data information), the network monitoring device **112** determines a start and end time for the status data information, parcels out the status data information into multiple clock ticks **202** if necessary, and maintains the status data information at the appropriate clock ticks **202**.

In one embodiment, the network monitoring device **112** can maintain the status data information in a database **130**, whether a relatively local database **130** such as one coupled substantially directly to the communication network **110**, or a relatively remote database **130** such as one coupled only substantially indirectly (that is, by means of other devices) to the communication network **110**.

Status Data Buffer with Clock Ticks

In one embodiment, the device **112** maintains a buffer **201**, including at least one spot for each clock tick **202** at which status data information can be maintained. In one embodiment, the buffer **201** can be maintained at a relatively local database **130**, as described herein; however, the buffer **201** may alternatively be maintained at a relatively remote database **130**, such as one that is accessible using the communication network **110**.

The network devices **111** send push status data information, in message packets **113**, to the monitoring device **112**. The monitoring device **112** receives the message packets **113**, parses them to determine the status data information, and determines their appropriate clock ticks **202**, at which they should be placed in the buffer **201**. The monitoring device **112** places the status data information in the buffer **201**.

The push status data information can include any information relating to exchanges between network devices **111**, including status data information with respect to network traffic (such as with respect to communication between network devices **111** using the communication network **110**), computing devices **120**, virtual machines **122**, virtual desk-

top implementations **129**, databases **130**, and any other elements coupled to the system **100**.

Status Data Buffer with Object Pairs

In one embodiment, the network monitoring device **112** can maintain status data information with respect to any pair of objects (such as with respect to communication between a selected computing device **120** and a selected data store **131**), and/or with respect to any type of interaction (such as with respect to whether the selected computing device **120** and the selected data store **131** are exchanging relatively short message packets **113** or relatively long message packets **113**), and/or combinations or conjunctions thereof. For example, the monitoring device **112** can maintain status data information with respect to whether a particular user **128** is using the HTTP protocol (port 8080 on a computing device **120**, or on a virtual machine **122**, or detected by a virtual desktop implementation **129**, or otherwise).

In one embodiment, the monitoring device **112** can manage its communication with network devices **111** that do not choose to push status data information to it. For example, one or more virtual machines **122** might choose to report status data information only if requested. In such cases, the network monitoring device **112** determines how much load will be needed by itself, and by the network device **111**, just for making requests for status data information; determines how much load will be needed, depending on how frequently it asks for status data information, and for how much status data information; and determines if the network device **111** will provide too little fidelity if it requests more status data information than the network device **111** is comfortable with providing.

In one embodiment, the monitoring device **112** sends requests to, and receives responses from, network devices **111**, with the effect that it receives status data information from those network devices **111**. The network monitoring device **112** determines the format in which it receives the status data information, converts that status data information (if necessary) into a common format with all other network devices **111**, determines start and end clock ticks **202** for the status data information, parcels out the status data information (if appropriate) among clock ticks **202**, and maintains the status data information in the buffer **201**.

FIG. 3

FIG. 3 shows a conceptual drawing of a method of operation.

A method **300** includes flow points and method steps as described herein, other elements shown in the figure, and possibly other elements. Not all elements are required. Elements should be considered optional, unless otherwise specified or unless clearly obvious for operation of the system.

These flow points and method steps are, by the nature of the written word, described in one particular order. This description does not limit the method to this particular order. The flow points and method steps might be performed in a different order, or concurrently, or partially concurrently, or otherwise in a parallel, pipelined, quasi-parallel, or other manner. They might be performed in part, paused, and returned to for completion. They might be performed as co-routines or otherwise. In the context of the invention, there is no particular reason for any such limitation.

One or more portions of the method **300** are sometimes described as being performed by particular elements of the system **100** described with respect to FIG. 1, or sometimes by “the method” itself. When a flow point or method step is described as being performed by “the method,” it can be performed by one or more of those elements, by one or more

portions of those elements, by an element not described with respect to the figure, by a combination or conjunction thereof, or otherwise.

In possible implementations, a method **300** includes flow points and method steps as described herein, other elements shown in the figure, and possibly other elements. Not all flow points or method steps are required. Flow points or method steps should be considered optional, unless otherwise specified or unless clearly obvious for operation of the system.

The system **100**, or portions of the system **100**, can or be used while performing the method **300**, or portions of the method **300**. Where described herein that a flow point is reached, or a step is performed, by the method **300**, it should be understood from the context, or from the figure, which portions (or all of them) of the system **100**, reaches the flow point or takes the actions to perform the step.

Although the nature of text necessitates that the flow points and steps are shown in a particular order, in the context of the invention, there is no reason for any such limitation. The flow point may be reached, and the steps may be performed, in a different order, or may be performed by co-routines or recursive functions, or may be performed in a parallel or pipelined manner, or otherwise.

FIG. 3, Flow Points and Method Steps

Beginning of Method

A general process (or “method” **300**) can include steps such as the following:

A flow point **300A** indicates a beginning of the method **300**. At this flow point, the method **300** can initialize variables and reset/set state, as appropriate.

Receive Status Information

At a step **311**, the network monitoring device **112** receives status data information from one or more network devices **111**. In one embodiment, the status data information can relate to any interaction between elements in the system **100**, including all network devices **111**, computing devices **120**, virtual machines **122**, virtual desktop implementations **129**, databases **130**, and any other elements coupled to the system **100**.

Parse Status Data Information

At a step **332**, the network monitoring device **112** receives the status data information in one or more message packets **113**, parses the status data information, determines a start and end time for the status data information, and determines at which clock ticks **202** the status data information should be maintained. The network monitoring device **112** maintains the status data information in the buffer **201**.

Parcel Data to Multiple Ticks

At a step **333**, the network monitoring device **112** determines if the status data information should be parceled out to more than one such clock tick **202**. For example, one or more network devices **111** might provide more than one second of status data information. If so, the network monitoring device **112** parcels out the amount of status data information, assuming that activity has been performed in a substantially uniform distribution. In one example, if the one or more message packets **113** indicate that there have been 500 data store requests in 10 seconds, the network monitoring device **112** assumes that each one second had 50 such data store requests. In another example, if one or more message packets **113** indicate that there have been 50 virtual application operations between 2.00 and 3.25 seconds into the one-minute buffer **201** (thus, a total of 1.25 seconds), the network monitoring device **112** assumes that 40 of those operations occurred between 2.00 and 3.00 seconds, and maintains them at the clock tick **202** for 2.00 seconds, and

that 10 of those operations occurred between 3.00 and 3.25 seconds, and maintains them at the clock tick **202** for 3.00 seconds. If any of these operations could involve partitioning the message packets **113**, the network monitoring device **112** duplicates the message packets **113**, and adjusts their values to indicate the computed measures for each separate message packet **113**.

In one embodiment, and a part of this step, the network monitoring device **112** examines the status data information, and determines the type of network device **111**, or the type of connection between network devices **111**, sought to be recorded. The network monitoring device **112** assigns the type of network device **111**, or the type of connection between network devices **111**, with a data structure associated with the buffer, such as a row associated with the type of network device **111**, or the type of connection between network devices **111**.

Advance Clock Tick Marker

At a step **334**, the network monitoring device **112** advances its clock tick **202** (clearing the status data for that clock tick **202** so that new status data can be maintained at that clock tick **202** for the next minute), and presents the measures for each value (that is, for all network devices **111** and for all combinations thereof) to an operator, who might also be a user **128**. For status data information that is accurate to each clock tick **202**, the network monitoring device **112** presents the value for that clock tick **202**. For status data information that is only accurate to a larger measure (such as some virtual machines **122** that sometimes only provide status data information accurate to 20 seconds, the network monitoring device **112** reports the same measure for all 20 of those seconds, until a new measure is available.

Ready to Receive "Push" Data

A flow point **320B** indicates that the method **300** is ready to continue to receive "push" status data message packets **113**. The method **300** returns to the earlier flow point **310A**.

Alternative Embodiments

While this application is primarily described with respect to push pull data collection, after reading this Application, those of ordinary skill in the art will recognize that there is no particular requirement for any such limitation. For example, techniques described herein can also be applied to other circumstances in which it is desired to retrieve dynamic data and collate that dynamic data (possibly received out of order) into a unified sequence, which is in an specified order. For example, the techniques described and suggested herein (including machines, methods, articles of manufacture, and compositions of matter) can be applied to any time-sensitive system, including sensors, robotics, machine learning, dynamic compression and expansion of data streams, or otherwise.

Similar Elements or Steps

Individual elements or method steps of the described embodiments could be replaced with substitutes that perform similar functions in other contexts.

Elements of the system are described herein with respect to one or more possible embodiments, and are not intended to be limiting in any way. In the context of the invention, there is the particular requirement for any such limitations as described with respect to any elements of the system. For one example, individual elements of the described apparatuses could be replaced with substitutes that perform similar functions. Moreover, as described herein, many individual elements of the described apparatuses are optional, and are not required for operation.

Moreover, although control elements of the one or more described apparatuses are described herein as being

executed as if on a single computing device, in the context of the invention, there is no particular requirement for any such limitation. For one example, the control elements of the one or more described apparatuses can include more than one computing device (or more than one specialized computing device), not necessarily all similar, on which the element's functions are performed.

For one example, while some embodiments are generally described herein with respect to specific steps to be performed by generalized computing devices, in the context of the invention, there is no particular requirement for any such limitation. In such cases, subject matter embodying the invention can include special-purpose devices; and can include special-purpose hardware devices having the elements described herein, and having the effect of performing the steps described herein; and combinations and/or conjunctions thereof. Embodiments of the invention are not necessarily limited to computing devices, but can also include any form of device or method that can improve techniques for improving the effect of the machine operations described herein.

In one particular implementation, instructions capable of being interpreted for control of devices can be provided as a computer program product, such as instructions that are maintained on a computer-readable storage medium or a non-transitory machine-readable medium. The non-transitory medium can include a magnetic, optical or magneto-optical storage medium; a flash storage medium; and/or otherwise.

Specification Not Limiting

After reading this Application, those skilled in the art would recognize that the invention is not limited to only the specifically described embodiments, that many variations are within the scope and spirit of the invention, and would be workable without undue experiment or further invention.

Claims Included in Specification

The Claims in this Application are hereby included by reference in the text of the Specification.

The invention claimed is:

1. Apparatus including

a network monitoring device coupleable to a computer network;

the network monitoring device coupleable to one or more of: first types of device, second types of device, wherein the first types of device and the second types of device each interact in association with operation of said network, wherein the first types of device can include one or more of: reporting devices coupled to the network, virtual machines operating on a network device;

wherein the network monitoring device includes an input port receiving network status data from the first types of device and the second types of device;

one or more individual storage records, each storage individual record segregating first network status data reported by the first types of device from second network status data reported by the second types of device, each individual storage record associating a time order with associated network status data;

a unitary in-order time storage record coupled to the input port, the unitary in-order time storage record coordinating the network status data with respect to the first types of device and the second types of device, the unitary in-order time storage record maintaining a selected number of locations, each one location associated with first network status data for a time when that first network status data would have been received in

19

time order, each one location associated with second network status data for a time when that second network status data would have been received in time order, only when there are still locations available to maintain that second network status data; 5

an alert responsive to a selected combination of status data from said first type and said second type of device; and

wherein the unitary in-order time storage record coordinating the network status data with respect to the first types of device and the second types of device includes selecting a CDF (cumulative distribution function) or PDF (probability distribution function) representing a model of the amount of status data that can arrive; 10

dividing the network status data among a plurality of clock ticks in response to the selected CDF or PDF. 15

2. Apparatus including

a network monitoring device coupleable to a computer network;

the network monitoring device responsive to network status data from one or more of: reporting devices coupled to the network, virtual machines operating on a network device, the reporting devices and virtual machines providing the network status data with respect to more than one function to be performed by network devices; 20

wherein the network monitoring device includes

an input port receiving the network status data with respect to the more than one function;

one or more individual storage records, each individual storage record segregating first network status data for a first function from second network status data for a second function; 30

a unitary in-order time storage record coupled to the input port, the unitary in-order time storage record coordinating the network status data with respect to more than one function, the unitary in-order time storage record maintaining a selected number of locations, each one location associated with first network status data for a time when that first network status data would have been received in time order, each one location associated with second network status data for a time when that second network status data would have been received in time order, only when there are still locations available to maintain that second network status data; 45

an alert responsive to a selected combination of status data from said first and said second network status data; and

wherein the unitary in-order time storage record coordinating the network status data with respect to more than one function includes 50

selecting a CDF (cumulative distribution function) or PDF (probability distribution function) representing a model of the amount of status data that can arrive; 55

dividing the network status data among a plurality of clock ticks in response to the selected CDF or PDF.

3. Apparatus as in claim 2,

wherein the network monitoring device associates with network status data a relative priority in response to first and second ones of the more than one function to be performed by network devices. 60

4. Apparatus as in claim 2,

wherein the network status data includes, in a finite selected recent time duration by one or more of the network devices, one or more of: 65

a number of message packets processed;

20

a number of octets processed in a finite selected recent time duration by one or more of the network devices;

a degree to which a processor is busy;

a degree to which a processor has a high or low latency in responding to requests;

a degree to which a processor is slowed by handling requests by other users.

5. Apparatus as in claim 2,

wherein the unitary in-order time storage record coordinating the network status data with respect to more than one function includes

generating one or more virtual packets, each virtual packet representing network status data delayed in response to one or more delays determined with respect to one or more of the reporting devices.

6. Apparatus as in claim 2,

wherein the unitary in-order time storage record coordinating the network status data with respect to more than one function includes

generating one or more virtual packets, each virtual packet representing one or more network status data items determined in response to network status data received from one or more of the reporting devices.

7. Apparatus including

a network monitoring device coupleable to a computer network;

the network monitoring device responsive to network status data from one or more of: reporting devices coupled to the network, virtual machines operating on a network device, the reporting devices and virtual machines providing the network status data with respect to more than one function to be performed by network devices;

wherein the network monitoring device includes

an input port receiving the network status data with respect to the more than one function;

one or more individual storage records, each individual storage record segregating first network status data for a first function from second network status data for a second function;

a unitary in-order time storage record coupled to the input port, the unitary in-order time storage record coordinating the network status data with respect to more than one function, the unitary in-order time storage record maintaining a selected number of locations, each one location associated with first network status data for a time when that first network status data would have been received in time order, each one location associated with second network status data for a time when that second network status data would have been received in time order, only when there are still locations available to maintain that second network status data;

an alert responsive to a selected combination of status data from said first and said second network status data;

an output port disposed to request information from one or more of the reporting devices or virtual machines in response to the unitary in-order time storage record; and

wherein the unitary in-order time storage record coordinating the network status data with respect to more than one function into the unitary in-order time record includes

selecting a CDF (cumulative distribution function) or PDF (probability distribution function) representing a model of the amount of status data that can arrive;

21

dividing the network status data among a plurality of clock ticks in response to the selected CDF or PDF.

8. Apparatus as in claim 7,

wherein the network monitoring device associates with network status data a relative priority in response to first and second ones of the more than one function to be performed by network devices.

9. Apparatus as in claim 7,

wherein the network status data includes, in a finite selected recent time duration by one or more of the network devices, one or more of:

a number of message packets processed;

a number of octets processed in a finite selected recent time duration by one or more of the network devices;

a degree to which a processor is busy;

a degree to which a processor has a high or low latency in responding to requests;

a degree to which a processor is slowed by handling requests by other users.

22

10. Apparatus as in claim 7,

wherein the unitary in-order time storage record coordinating the network status data with respect to more than one function into the unitary in-order time record includes

generating one or more virtual packets, each virtual packet representing network status data delayed in response to one or more delays determined with respect to one or more of the reporting devices.

11. Apparatus as in claim 7,

wherein the unitary in-order time storage record coordinating the network status data with respect to more than one function into the unitary in-order time record includes

generating one or more virtual packets, each virtual packet representing one or more network status data items determined in response to network status data received from one or more of the reporting devices.

* * * * *

UNITED STATES PATENT AND TRADEMARK OFFICE
CERTIFICATE OF CORRECTION

PATENT NO. : 10,009,237 B1
APPLICATION NO. : 14/834371
DATED : June 26, 2018
INVENTOR(S) : Derek Sanders, Rangaswamy Jagannathan and Rosanna Lee

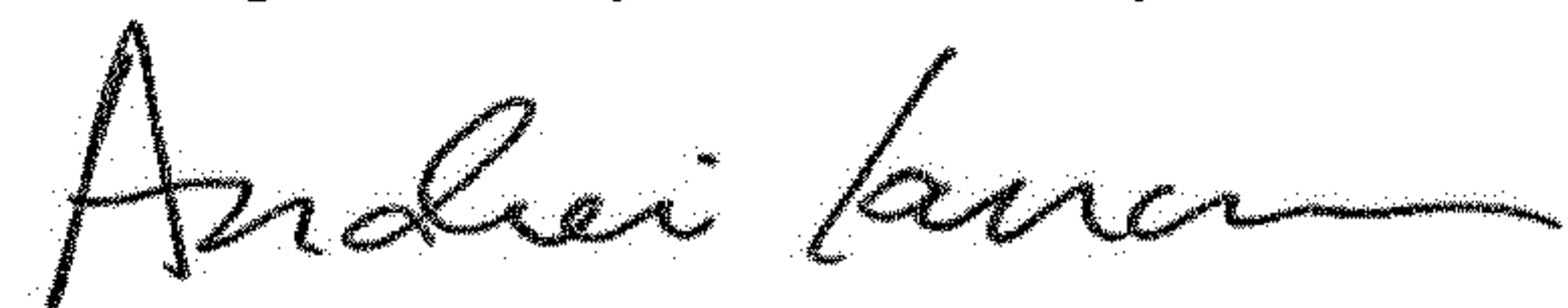
Page 1 of 1

It is certified that error appears in the above-identified patent and that said Letters Patent is hereby corrected as shown below:

On the Title Page

In the title, item (54), is misspelled. The title reads "Cross Silo Time Sticking" and should read "Cross Silo Time Stitching"

Signed and Sealed this
Eighth Day of January, 2019



Andrei Iancu
Director of the United States Patent and Trademark Office